

LEPANTO 4-EVER



This is issue #56 (97.07, October 97) of *Lepanto 4-ever* which on average has been published about once every 57th day since its first issue in August 89, although I am trying to get an issue published about once every 5th or 6th week.

The editorial address is Per Westling, Östansv.10, S-61135 Nyköping, Sweden. If you need to phone, best is to use my home phone (which should have some answering service if not at home or if surfing...) but for orders I do prefer receiving them by mail or by e-mail if you send them to L4E@algonet.se

Normal issue: Cost 16 SEK or 1.40 UK pounds (including postage anywhere in the world).

Freebies (for a published article, used standby orders and/or wins in some games) are worth at least SEK 16 (£1.4) to your subscription account or to cover game fees if you are a trader.

The best way to pay within Sweden is to send cash, or use my "PG" which is 630912-5513

Waiting lists:

1. If no details appear by a list these can be found in a previous issue. Underlined names: preference list on file.

Open for anyone

1. **Black British Press Winter 1900 Real Gunboat Diplomacy** [GM PW]: Another game of this variant, or if you prefer any other version let me know. Waiting: Genghis Khan, The Unicorn.
2. **Diplomacy** [GM PW]: (Joost Staffhorst), Leif Kjetil Tviberg, Ubbe Urbanyik.
3. **Railway Rivals** [GM PW]: 4 RR games running is probably enough but two of them have only three more rounds so it might be time to prepare for another game start or two. Map? How about Argentina, European Russia or Northern Italy? Michael Pargman [A], Berry Renken [A,NI]
4. **Beginner's Railway Rivals** [GM PW]: Starting, see "The Untouchables". Waiting: Pitt Crandlemire, Joel Grönberg, Ubbe Urbanyik, Ola Hansson.
5. **History of the World** [GM PW]: Gihan Bandaranaike, Pitt, Ward Narhi, Michael Pargman?. Will close unless interest increases drastically.
6. **Gops**: (Gihan Bandaranaike).
7. **Capitalist Dip** [GM PW]: Gamestart in this issue (see the end of the zeen) as well as the rules (once more). Anyone can join if they wish by sending in a pseudonym and orders for the first Stock Exchange phase (i.e. bye/sell orders in currencies). 3-5 more players would be perfect.

Deadline for #57 is Tuesday 11 November 1997.

Your credit: ((Look on the envelope))

(If negative you will probably not get next issue)

8. **The Banquette of Borgia** [GM PW?]. Rules appeared in #51. Waiting (name supplied underlined): John Robillard, Brad Martin, Pitt Crandlmeire, Ward Narhi, Leif Kjetil Tviberg, Anders Færden, Lars Berglund.
9. **Energy** [GM Björn W]. Rules to appear. Pitt, Thomas Nilsson.
10. **Eleusis** [GM Björn W]: (Gihan B.), Pitt, Michael Pargman
11. **Dip Royale** [GM PW?]. Should I give this a try? Waiting: Leif Kjetil, Joel Grönberg, Gihan

Running — Open to join

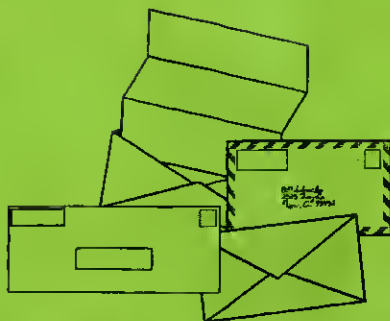
1. **Rocky II** (By Popular Demand): Is running. Anyone can join at any time.
2. **Metropolis** (Fictionary Dictionary): Is running. Anyone can join at any time.
3. **El Gordo 1998**: You can send in entries as long as they reach me before 1998... Categories should appear close to El Gordo 1997.
4. **Name that tune** [GM Björn W]: Is running in Björn's subzeen but anyone can join by sending orders to Björn or to myself.

Standbys needed

Especially in *Ben Hur* and *The Hidden*. See Pax Germania for details on each game.

Where to find the Games?

• All About Eve (Last round).....	flyer
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Käre Per

Late orders

Gihan "Bandy" Bandaranaike [2 Oct]: "Yes, I know it is deadline day (Thursday?!). I phoned you at home, got your ansafone (surfing again?) and left my orders — but as I did that the last time and got NMR'd in all my fun games, I thought I'd should also send you a letter."

((I had actually not come home from work yet that night, you don't really expect me to be home before 10 pm do you? ;-)) But I did get your message.

Wonder what happened the last issue as I never noticed your message; technical problems?))

L4E #54/55

Andy York [2 Oct]: "I enjoyed the two ManorCon reports. Quite detailed, I must say!"

"It is scary, I could read the EuroEnglish article quite easily. Only one word stumped me for a moment "vud" for "would". Now, vud it be posibol to implement it?"

((Probably not. I find the basic idea appealing, to make the language simpler. Part of this can be found in the artificial language of Esperanto, which have a very straight forward grammatics.

It will be interesting to see what will happen to the English language as it become even more lingua franca than it is today. And what will happen when China becomes the major economic superpower in ten years or so; will mandarin replace English in the long run?))

Bandy [2 Oct]: "Issue 54/55 was well worth the wait, the best L4E I've seen so far."

((You haven't seen that many, but I think it was the best of the whole lot.))

"It was amusing to read the differences between all the ManorCon reports (yours, Elin's, mine, Toby's, Vick's). I see that the incident at the Angus Steakhouse ((*argh!*)) merited a mention by both of you two (I dread to think what Björn v K wrote in *Mu*) but it really was not a big deal. It seems you Swedes are a soft touch when it comes to service. You should demand higher standards and make a fuss if you don't get it. Otherwise you will never good service."

((It is almost regarded as un-Swedish behavior to "make a fuss", usually they just suffer in silence and complain when they get home, if at all. I guess the Lutheran soul die hard, don't it? That, and a long tradition of respecting authorities. You don't see Swedish farmers blocking all the roads to Stockholm, do you?))

Michael Pargman [2 Oct]: "I must say I got a bit worried when time just passed and I didn't hear a word from you. I was on the verge of writing to you, when #54/55 appeared in my mailbox — oh what joy! When you look at the content of this issue, I think you have outdone yourself when it comes to articles (long ones) by different writers. I can't see how it'll ever be possible to do a better issue when it comes to that. I must say I love the way Larry Perry writes, I can't say I always agree with what he writes, but he usually does in an excellent way.

((I would be pleased if I could just keep on giving a mixed content and being regular enough. Don't think I have the time nor the ability that it takes to produce excellent issues more than once in a blue moon.))

"I also think both the articles about ManorCon were good in the way that it was possible to read them and feel that you could take part in the actions without feeling too lost with a lot of name-dropping etc. For the first time I also had the chance to read my own text without feeling the pressure of the clock, and I'm afraid I found a lot of flaws when it came down to this "sense of being part of it". In some parts I am too blunt and jump into one detail and then suddenly jump out of it without actually ending it under-

standable. I want to apologize to all you readers, but all I can blame it on is that the story began as a series of events and the deadline made it impossible for me to take a step back and really look at it. However I will take the time to make some improvements before I send it out to my penpals etc.

((It takes a lot of practice to become good a writing pieces like that. Have you ever been to any of those writer courses? Some of the LSFF:ians have, Andreas and Carina for example.))

"EuroEnglish was really hilarious. It's just wonderful that someone comes up with this idea.

"The one thing that I wish more of in the L4E is the discussions, but you can't get it all at all times."

((That is a common problem for fanzines, as this requires reader participation, something that is not that easy to get. This issue will contain more of that.))

((I must say I was overwhelmed with the positive response, as the usual response is... silence. Were their nothing bad in the latest issue?))

Berry Renken [29 Sep]: "LIV/LV was a great issue! I especially enjoyed Elin's ManorCon report (oriented on the people she met and the experience as a whole rather than game technicalities)."

((I hope Elin sticks around as a subscriber...))

"Thanks also for the kind words on the Blues, as far as I know I'm the only soul in the world doing an E-mail gaming zine at the moment...-) Joakim Spångberg, Conrad von Metzke, Jason Wilke and David Caldwell have all announced they will soon relaunch their E-zines though! Do you know of any others?"

((As you actually can read Web pages via e-mail I suppose there are several more, but of the pure e-mail ones (and which are in English) I am not aware of any. Somebody else?))

"Regarding the BPDs, the Storytelling BPD didn't function very well I thought, with the rules I wrote at first. With the change as pubbed in Blues #38/3 (having Direct and Preliminary questions) it should work out better."

((If there is interest to run it I will republish the changed version of the rules. So far I am just following how the game test evolves in Blues.))

Michael Pargman [2 Oct]: "I don't know what you did to my letter commenting frog leaps in RR, I hardly recognized it as being my words. Maybe it was that I wrote my comments in Swedish and not in English. I don't remember. Since the language is my main tool at work, I'm pretty picky about texts especially what I've written. Therefore, please, if you're planning to publish something that I've written to you in Swedish, give me a chance to translate it myself. Or, is it maybe better that I keep all my correspondence with you in English?"

((Did I do that bad? I suppose it was just done in a hurry, needing to fill up some white space. Feel free to write as much as you wish in English, but even so if you find a piece badly written you can always blame the editor @))

Civilization

Ola Mikael Hansson [7 Oct]: "What happened with Civ by mail? Not enough players?"

((That, and also that a realized F&S + HotW + Civ would be quite a load. Of course, if someone else want to have a go at Civ, just let me know and we can start another list.))

History of the World

Michael Pargman [2 Oct]: "I could sign up for a new campaign of HotW if that would be the difference between a go and a no-go signal. I like HotW as a flt-game, but I think there is something lacking in the pbm-version. I like the rules about bidding for the empires and special cards, but I think there are too many unknown parameters (that is too much chance) when it comes to moving your pieces. I would like to know how many land areas I need to conquer in order to control a region and I'd like to know if I already have a boat functioning in a sea area etc."

((The second version of Gihan's PBM rules appear at another place in this issue.))

Henrik Andersson [23 Sep]: "I cannot regard the game as especially good as a postal game. It has felt rather difficult to plan any reasonable orders without conditional orders, and without knowing the current game board. It would probably be too difficult to GM without these limitations."

((We'll see if people still want to play another game after this.))

Railway Rivals

Ola Mikael Hansson [7 Oct]: "Is *Railway Rivals* the same as the game sold by Alga in the 80's under the name of *Rail*, and which won the 'Spiel des Jahres' award in Germany (1984 I think). If so, I would like to partake in the Beginner's game, as my experience is rather limited. I have played in a couple of games in the map depicting southern Sweden, and one game depicting eastern USA. However, I would need a copy of the rules, as I don't recognize the jump / frog leaps rules that are being discussed in the *Withering Bytes*."

((It is the same game (although I don't know which year it got that title. I will send you a copy of the rules used for postal play but note that in the beginners game I were planning not to use any non-standard rules, i.e. no frog leaps would be used, nor would Buss Boss scoring be used. More about that in the game start.))

Rocky II

Pitt Crandlemeire [2 Oct]: "Be afwaid. Be vewy, vewy afwaid... After two rounds, I still have a slim. Last time I checked my Bible I believe that this was one of the seven signs of the Apocalypse. :-)"

Conrad von Metzke [5 Oct]: "I tried to send these answers Thursday morning, which would have been just in time. But our telephone service wasn't working — our entire neighbourhood has been without 'phone service for three days. And there is no obvious reason — no airplane crashes into the lines, no forest fire, no sabotage by anti-technology terrorists. Since then, the 'phones have not worked most of the time; three or four times (that I know about) they have started to work again for short periods, but this has not lasted more than 2 hours at a time."

((Is any of those "obvious reasons" regular occurrences?))

"CITY — I think I'll choose ZURICH, mostly because it's in Europe and so are most of your players. My other major choice was York, U.K., but I bet it won't get many answers

actually. Curiously, the first two things I thought of were towns that are almost guaranteed to get no votes at all — Ypsilanti, Michigan, USA, and Yellowknife, Northwest Territory, Canada.

Later I thought of Zwolle (Netherlands), Zanzibar, Zacatecas (Mexico), and the perfect answer for a postal Diplomacy 'zine: Youngstown, Ohio, USA. But that last answer is obsolete, by almost 30 years. In the late 1960s Youngstown was probably the most important centre of postal gaming activity — the first important Dip variant was named "Youngstown variant" because it was developed there. And since there was no international hobby yet, Youngstown was the Number One place of importance in the hobby. (The "international" hobby at the time, to the best of my memory, consisted in two Canadians and one U.S. military officer stationed in Istanbul.)

COUNTRY — Probably a bad idea, but I'll go with ZAIRE. Of course there is no such place any more, but you didn't say it had to be a country right now, and I'm hoping all the publicity about the revolution there will still be remembered by the players. Another obvious choice for me is Yugoslavia, but if I'm not mistaken you spell that with a 'J' (as do the Germans and the "J"ugoslavi"j"ans themselves). Also Yemen and Zimbabwe occur to me — or perhaps the mythical country Xanadu?"

((Not Zambia? Country was of course prompted by just the events happening in Zaire/Congo. Also, would people regard the remaining Yugoslavia as a choice?))

"MOVIE TITLE: 'Z.' Maybe I'm too old — that's a movie of many years ago — but it is famous enough that I think the so-obvious title will get at least a few votes. I certainly hope so!"

((One letter movies is not that common, there was one Swedish youth-movie called 'G' a couple of years ago.))

El Gordo 1997

Michael Pargman [2 Oct]: "Well, now is the time when it starts to get tough. Unfortunately, one of the categories are number of issues of L4E, and in the end it seems like this category could be the key one. I hope that this question can be solved as quickly and as easily as possible, but maybe it can't. Which issue is the first to be counted for 1997? How do you define the word

published? I consider #50 as being the first issue during 1997. Am I correct in doing so? The heading on the pages in #49 all say December 96. It is only on the front page where it says #49 (Dec/Jan 96) ?? I am pretty sure that the issue was printed and reached the subscribers during 1996, or? And what about the last issue during 1997? Hopefully you will have one issue that reaches the subscribers in the beginning of December with the next issue in the end of January, then the answer is easy. But what if it isn't?"

((It is even more complicated as it depends on how one count #54/55... Anyway, if my recollection is correct #50 was the first one published in 1997, and this will be the 6th and 7th! Yes, I count #54/55 as one and two issues! The last issue of 1997 will be the last one I post during 1997, and this will probably be #57. So 7 and 8 will probably share the points on that category.))

Star Maiden - End Game Statement

Ulf Jiretorn [Austria - Won]: "This was my first game of Intimate Diplomacy and it went quite well... My initial aims was to control the countries that could prevent me from gaining maximum builds. I think it's more important to do this than to try to hurt the opponent by outbidding him to his neighbours.

Then, throughout the game, I was careful not to attack supply centers of owned countries without being able to eliminate them. That gives the opponent an advantage which is entirely unnecessary. Things worked well, and, I eliminated country after country. I think Leif Kjetil played far too defensive. He almost never got maximum builds.

I was a bit surprised by Per's hints that he thought the game could end as a draw because I didn't want the rule change. Of course, that's possible but this game progressed entirely according to my plan. It was quite nice to get a 33 Centre win. *((Next mission is to get it in a regular Diplomacy game ☺))* I almost thought about letting England keep his Home Centres this year to be able to get all 34 centres next year, but I suppose it would have been to waste Per's and Leif Kjetil's time.

Finally, thanks to Leif Kjetil for fighting to the bitter end and to Per for running the game."

((Thanks for making the Diplomacy adjudicator break down... If I'm going to get a bit technical my point about ease of reaching a draw when England plays against Austria or Turkey is that if France and Germany are out of the game England can keep a stalemate line on 6 units! [F Por & F NAO S F MAO. F Den H. F Nwy S F Stp/nc. England controls Home + Por + Sea + Stp for 7 centers.]))

Beauty and the Beast

Pitt Crandlemeire [2 Oct]: "I'm interested in playing in PBM Eleusis (as frustrating as that is...) and Name That Tune. Does Björn have an email address? I don't think I can play effectively reduced to using postal mail."

((No, he hasn't. What you, and everybody else that have e-mail, can do is to send your orders to me. Björn writes more about it in this issue of his subzeen.))

Michael Pargman [2 Oct]: "[Eleusis] I'll sign up for this game of your brother's, even though I have difficulties understanding the rules. I don't understand rule 7, does it have a meaning except for the last card played? Do the players get to know which cards were correct according to the rules?"

((I'll pass that one on to Björn.))

B5 4-ever

Andy York [24 Sep]: "Shows 4.19-4.22 will be released in October (starting the week of October 4). Season 5, proper, begins January 19, 1998 on TNT in the US. The two TV movies will also be aired on TNT, the first on January 4th — the other at the end of Season 5. Yes, episode 4.22 has been renumbered to 5.22 and a new 4.22 filmed. Confusing, yep, just a bit!!

I'll have more about B5 in my WorldCon column. I spoke quickly with jms twice, once during the autograph line and the other time shortly after he received his Hugo. His two-hour presentation was excellent (clips, bloopers, the first showing of a clip of Lochley — the commander coming in to replace Ivanova, behind the scenes comments) — we would have set there for another two-hours if we could!!

I'm sorry you won't be able to get the remainder of the season. And, I'd post you videos

of your missing episodes; but I don't have two VCRs. WAIT, nope, too late. If I'd known, I could have taped repeats this month for you. But, 4.15 & 4.16 have passed. I could tape 4.17 and 4.18 if you wish (VHS format, not PAL). Just let me know."

((Thanks for the offer. Actually, the local (or rather not so local as they are based 100 km from where I live during the working weeks [= Linköping] did view episode 4.15-4.18 at the latest monthly club meeting. Although this information had slipped past me so I was working that night instead... But I will try to borrow those episodes to still my hunger for B5. NTSC should not be a problem, as I have a friend at work who have a video who can handle it.))

Conventions

Bandy [2 Oct]: "[Tohy and I] are both going (along with a few other Brits) to Paris for the French Nationals. I doubt any English-speakers will do well at Paris as most French players speak only French but I fancy seeing some of the French, especially as 4 French come to London. I guess it's Entente Cordiale and all that. Except that Cyrille and Bruno have also had a big rift (also over a game). It will be very interesting if Cyrille, Bruno, Toby and I all end up on the same board in Paris..."

((I don't expect any Swedes to be at the French NDC, in part as I have never received any information. Some of the French organizers have a tendency to be bad at giving out information. And I have even asked for information directly to Bruno and Cyrille, but they never came back with any... Judging from that and what happened the last half hour at Dubliners I don't think they want me to show up at least.))

"Congratulations to Christian "Stabber" Dreyer for his results at AvalonCon. (I must be the only Dip neighbour he hasn't stabbed."

((Just you wait... BTW, maybe you can get Christian to sub to L4E...))

"Are you coming to Bedford for EuroDip Con? Mark Wightman (who lives in Bedford) is the one to contact for arranging somewhere to sleep (probably will need a sleeping bag though). I hope those willing to "rough it" in sleeping on sofas will try to make it."

((Yes, I am set on going. I mean Nyköping - London for £90 (SEK 995 if you book early enough) incl. return, who can resist. More information will appear in this zeen. I know several other Swedes will go as well.

Speaking of Mark W, I actually received his "new" zeen, and an offer to trade. Welcome aboard Mark! Wonder if it is Swedes infiltrating the UK hobby, or the other way around?))

"I'm also going to Chapple Hill for World DipCon. According to organiser David Hood's e-mail to Toby which he printed in Fungus the friendly Yanks are providing free accommodations /registration for foreigners so it is a cheap trip! I hope many Swedes can make it. If the flight is via London, feel free to stop-over as well will look after you. I must write to David Hood confirming my attendance."

((I have not decided about this yet, but it is probable. I am considering going with my girlfriend as she has quite a few relatives over there, mostly in Florida. Another alternative is to get my job to pay for the trip, and combine it with some education, much as I did last year with London. When it comes to other Swedes I have not heard anything yet, but we will probably speak about it at BoråsCon that is the next major Swedish convention. With EDC and WDC close to each other it might be hard to convince games to go to both. Especially as GothCon is right between them both...))

Zine Poll

Bandy [2 Oct]: "Do you Swedish have a Zine Poll? Is it approaching? I guess that L4E will not do well in comparison to a Swedish-language zine like *Mu* and *Avalonia* (does it still exist? [[Yes, and it will change editor soon.]]). Is there anything us foreign readers can do to help you? This is the same problem that Toby has with *Fungus* (luckily, with his standard of written English, foreign readers are ideal). Both of you will do far worse than you deserve in the Zine Polls because of your foreign readers. Although you have an excuse in that yours is "The Premier International Dipzine".

((We do have a Swedish PBM zeen poll, which I have been running for five years or so. As you correctly assumes, L4E have not been very successful, probably due to its international focus and its Diplomacy focus.

Now, this don't really bother me, as it is always a bit bothersome if the pollster wins the poll... But there is one big difference between the UK poll(s) and the Swedish; besides the normal "Best in show", you can also vote for "Best for playing games", "Best Layout (or Looks)" and "Best on reading material". Although *Avalonia* wins the overall-total, L4E usually does best in the reading category, while the mostly-warehouse and the quick-and-regular-as-a-clockwork *Red Dwarf* usually wins the playing category.

So, do not bother about the poll. Participating is always the best way of keeping a zeen lively and interesting.))

Lars Berglund: "Blir det någon fansinpoll i år?" ((Jodå, ett röstformulär ska nog finnas med i detta nummer. Förhoppningsvis når det även de andra fansinen i tid för att de ska få med det i ett nummer innan årsskiftet.))

Miscellaneous

Andy York [2 Oct]: "It's surprising that you've had a hot summer. Here it has been a normal mid-90s most of the summer, with very few days over 100 (less than 5, as I remember). Much better than last year when we had our first day over 100 in February!"

((Ouch, no, although I love saunas I wouldn't like it that hot. The special thing about this summer was not that it was extremely hot, but the length of the "hotter than usual" weather, i.e. close to 30°C for weeks. Extreme hot around here is just 35°C. (And extreme cold is about the same with a minus sign in front...))

Well, the winter is on its way, but still the weather is good (considering it being October). Winter will probably more cold then usual, but this year I will actually go to the Canary Islands for two weeks around X-mas and New Year which will make it easier.))

More Bridge Problems

by Per Westling

At a recent team game we had a few interesting hands.

1. North dealer, NS vul.

NORTH	EAST	SOUTH	WEST
1♥	2♦	3♥	3♠
pass	?		

What do you bid as East if you hold:

♠A ♥AJ4 ♦A97643 ♣953

2. After a undisturbed bidding of 1♥-2♣-2♥-4♥ you get the lead of ♦3. Sitting East you can see the following resources:

WEST	EAST
♠ K73	♠ 6542
♥ AJ	♥ KQT9753
♦ K86	♦ AQ

♣ A8643

♠ -

Your plan?

3. You hold ♠KJ82 ♥J82 ♦J3 ♣8532 and should lead after hearing the bidding:

WEST	NORTH	EAST	SOUTH
1NT	pass	2♦	pass
2♥	pass	3♦	pass
3NT	pass	4♦	pass
4♥	pass	5♠	all pass!

1NT is 15-17. 2♦ is transfer promising 5+ hearts. 3♦ is natural forcing and invitational to game or slam. 4♦ is slam interest with 5-5 in red. What hands do you think West and East have? What do you lead?

"Solutions"

1. Your partner held ♠KT9876 ♥- ♦T82 ♣T86. Spades were 3-3, diamonds 2-2 and ♠A was onside, but still 4♠ did not make. "Correct" was to pass or to bid 4♦. Actually, with the split as it were 5♦ makes unless you get a diamond lead.

2. This is an instructive deal as if you count your tricks you see that you have 10. 7 hearts, 2 diamonds and 1 club. Actually there are 11 but you stand the risk of getting diamond ruffed if you try to unblock diamond before pulling trump. So the correct solution is to win with ♦A and play enough rounds of trumps (4 this time), and finally overtake ♦Q with ♦K, cashing ♠A to make 10 tricks. Actually both declarers went astray as they cashed the second diamond before pulling trumps. South ruffed and switched to clubs, so declarer had to guess correctly in spades to make it (North held ♠AJ and South ♠QT98). Fortunately my team mate guessed correctly and the opponents at my table guessed wrong.

3. East is likely to hold something like 2650 or 3550, probably without much in spades. West probably has a stack in clubs and some kind of guard in spades. So starting with ♠2 is the correct solution. Actually a diamond works OK this time, and ♠J is the killer lead defeating the contract two tricks.

WEST	EAST
♠ Q75	♠ T64
♥ QT	♥ AK963
♦ 65	♦ KQ842
♠ AKQJT4	♣ -

I was the one that got the rude shock when partner passed my void showing 5♣, but actually both tables got to 5♠ with East as declarer. The correct contract is of course 3NT (which is only defeated if South is to lead and finds ♠J).

My opponent lead ♥2! At least my team mates did the right thing and lead a spade.

WAYwords #25

by Andy York

WorldCon was held at the end of August here in San Antonio. This was the first time I could attend a World Science Fiction Convention, and I must say, I hope it isn't the last. I found it met or exceeded all of my expectations; my only complaint being that there was too much to do. Many times I had to skip an interesting panel or reading to attend something else that grabbed my attention.

The venue was well chosen. The Marriott hotel chain has two hotels across the street from one another and the large Henry B Gonzales Convention Center. This is where everything happened; though some folks were housed in overflow hotels around the downtown area (all within walking distance).

The hotels responded very well to the eccentricities of the convention. They turned over freight elevators to the convention to help shuttle people between party floors, reversed escalators to ease the flow of people after major events and kept cafes open after normal hours for those seeking a late night snack (as did the nearby food court at the Rivercenter Mall).

All in all, I'm proud of the way San Antonio (where I lived) responded to this convention. The only complaint I heard the entire weekend was from some Brits (I assume from their accent). They were complaining amongst themselves about how hot it was outside as they moved between sessions compared to the air conditioning inside the buildings. Having lived here for over a decade, I'm quite used to going from 90° (37.8 Celsius) to 70° (21.1 Celsius) on a regular basis.

My WorldCon experience began when a friend, Jamie McQuinn, from Ohio called and asked if he could stay the night before with me. Of course, I had no problems with it and we met up after my class ended on Wednesday. He'd went downtown and was able to register a day early.

We both looked over the program books and planned what we hoped to do the next day.

I took him for dinner to Jazz, a local Cajun restaurant. It seems when Dip friends arrive in town, we end up eating there. The food is excellent and plentiful. At least this time the ceiling didn't come down (my previous visit was during a freak, heavy, rainstorm that leaked through the roof — right on top of me and Richard Weiss!).

On Thursday morning, we both headed downtown to pick up my registration information. We arrived a bit after 9am (registration opened at 9) and found it a bit unsettled. It was obvious that they were still setting up and briefing workers on their duties. Also, the lines for preregistration and on-site registration were too close to one another and they became mixed a bit. However, it was quickly sorted out and I claimed my badge and program material. Very little was out on the "freebies" table, so we quickly left the registration room.

As nothing was planned prior to noon, and my day's classes started at 12:30, I bid goodbye to Jamie. He was going to check into his hotel and then pick up some friends at the airport. I headed to the university and spent the time until class trying to decide what I was going to see and do for the next few days.

I was very much impressed with the programming material. The convention committee had kept every preregistrant well informed through a series of Progress Reports over the past three years. They continued this excellent service with a very complete book of information on WorldCons and the guests along with a smaller, compact, pocket program listing the events and tourist information. As I've mentioned already, there was so much going on that I had to use a triage method to pick the things I wanted to see the most. There was plenty of quality programming going on all the time!!

After my classes were done, I drove straight downtown. I arrived a bit after 4pm and decided to wander the dealer's room first. I was pleasantly surprised to find a table for the Babylon 5 Fan Club prominently placed. The two staffers were extremely friendly, talkative and just plain pleasant to talk to. They were selling t-shirts, caps and memberships to the fan club; as well as showing hlooper reels on a small television. Later in the convention, they added the single episode CDs as merchandise and a display of props from the show.

The rest of the dealers room was almost overwhelming. They had people selling just about anything fantasy, science-fiction or space related you could think of. Some of the publishing houses, such as DelRey and White Wolf had tables (including autograph sessions with their authors) and the Sci-Fi Channel had a large booth. Others sold collector's items, used books, toys and even the opportunity to send your DNA (a strand of hair) into space.

A portion of the dealer's room included displays about past WorldCons (and information on future bids), a filking area, a very well designed message area and a brochures/handouts area. This included promotional material from movie studios for upcoming movies (posters, buttons, etc), sample newsletters and zines and flyers for dozens of upcoming conventions. Scattered about the area were exhibits of fan costuming and a dead "bug" from the upcoming "Starship Troopers" movie.

I didn't spend much time in the art show (a hall off of the main dealer's area). However, what I did see was excellent. I wish I had the skill to create the items that they did — and I wouldn't mind the prices that they charged for some of it.

I went to my first session, titled "Speculations: An Essential Too for Writers" and arrived a bit late. Unfortunately, I had misunderstood the title. I had thought it would deal with using speculation for writing; when in fact it was an information session on the "Speculations" newsletter. I have ordered a subscription, as the

abbreviated sample issue looked quite interesting. However, I think I would have enjoyed "Recent Archeological Spectaculars" much more.

I then wandered the dealer's room for a bit and then grabbed dinner at the local Olive Garden. I wanted to make sure I made the Opening Ceremony at 7pm. The room was packed to overflowing and the start was delayed while they brought in more chairs. After a short presentation, the majority of the presentation was some "local" talent demonstrating trick roping, gun twirling and cowboy songs. The entertainers were very good, though I had expected something more "science fiction" related.

The Opening Ceremony was followed by a Meet the VIPs Event. It was in a crowded room; however the VIPs were quite approachable. I chatted for a few minutes with Mike Resnick before I ducked out of the area and headed for Room Parties.

I stuck my head in a half dozen room parties, including bid parties for CanCun and Chicago. One group, the NetSci-Fi, held one; but it was more of a recruitment session for their website. I spent most of my time in the "FosFax" room party, talking with Alex Slate and Tom Feller (folks I've known for years via mail and EMail; but never met face-to-face).

Tired, I drove home for some sleep. I wanted to be back early the next morning for the first full day of the convention. One thing, though, that jumped out at me was the acceptance by everyone of the handicapped. It seemed folks went out of their way to help them out and include them in events. This is a big change from our society at large where the handicapped are often ignored or just tolerated. Quite a pleasant change.

The next morning, I arrived early and attended some sessions and again wandered the Dealer's Room. Costuming was much more evident today than on Thursday. I saw all sorts of Trek uniforms, including a very well done Klingon, Medieval style clothing and one person who was a convincing Indiana Jones — including his trademark hat and whip.

One of the morning sessions I attended was on Military Science Fiction. Some panelists expressed concern over how the graphic violence of today's computer games ("Doom", et al) would translate for future readers; as well as the lack of consequences of for those violent actions. However, others hoped that concentration on characterization would overcome this concern.

Another thread discussed what warfare was and how it should be portrayed. Distinctions were drawn between organized warfare and civil unrest. However, the general consensus was that war should not be glorified; but portrayed truthfully — and that the soldiers should be honored.

In the afternoon, I attended a session on Making Connections in the Science Fiction Community. Mostly I went to the session to meet another long time friend, Benoit Girard (of "Frozen Frog" fame). I didn't pick up much new from the session; but quite enjoyed the chance to chat with Benoit.

Another session was on the TechnoThriller genre. One of the panelists, Austin Bey, felt that the first technothriller was *Moby Dick*. He defined the genre as a story based around current, or near future, technology and the individuals using it. The intimate knowledge shown of whaling in *Moby Dick* fit the mold.

However, others stated Eric Ambler wrote the first one. Everyone seemed comfortable to at least say he wrote the first modern technothriller.

Kevin Anderson, another panelist and one of the folks featured in my last column, talked at some length on the topic. Most of his work, in collaboration with Doug Beason, fits well into the genre. He said the basis of technothriller is research, research, research. You must know your topic to be able to write about it.

To emphasize this point, he related an interesting story about his personal experience in writing. He has worked for many years in secret government programs and has intimate knowledge of them. He stated that as he read an unidentified novel by

Tom Clancy, he was shocked at the accurate knowledge Clancy displayed. When he talked with his superiors about the passage, he was told that if he had wrote the exact same passage, he could have been charged with releasing government secrets. However, as Clancy was not privy to the secrets, what he wrote based on solid research of public information was allowed.

Later, I went to a session on Historical Mysteries (which I quite enjoy). They talked about the difficulties of researching some aspects of history and in weaving a tale that didn't violate known historical facts. Of course, some literary license is taken with historical figures to fit the needs of the mysteries. The whole underlying principle is that it could have happened. An example of this is the historical figure meeting a character in the book — the historical figure was in the right town (historical fact); and could have met the character if they had been real (literary license).

The other main thread of the session was how to translate historical attitudes and phrases into something palatable for today's readers. For instance, a Roman would think nothing about the existence of slavery — it was an accepted and integral part of Roman life and to think of life without slaves would be inconceivable. However, to soften the reality of slavery to today's readers, the author has the character treat his slaves humanly and is vocal against the mistreatment of them by others.

The last session for the day was a reading by David Gerrold. He read an excerpt from the next book in the Chtorr series. Yes, he is writing at least four more books for it! He then followed it by a short section from the seventh book. Afterwards he autographed items, for a \$1 charity donation to Pediatric AIDS. The only unfortunate incident was a person who had a cold. She sat for almost twenty minutes loudly and continually blowing her nose. Quite distracting and if I hadn't been half way across the room, I would have suggested she step out of the room.

I headed home shortly thereafter as I was tired. No room parties that night!!

On Saturday morning, I did a quick turn around the Dealer's Room and then headed to the large Grand Ballroom. J Michael Straczynski (JMS) was making a two-hour presentation on Babylon 5 at noon. When I arrived at 10:15a, already 300 or more folks were staking out chairs. I found a good seat and settled in to read while saving my spot.

At 11:00a another session started which showed movie trailers for upcoming science fiction related movies. Starship Troopers looks very good, as does Lost in Space. The new James Bond movie only looks average, as does the American Werewolf one. Ten or more other trailers were shown; but none really stood out (except for Gattica — I must see that one!).

JMS arrived to a loud and noisy ovation from the filled ballroom. The two-hour session practically flew by. He showed previews of the upcoming two television movies, a bit of the new character replacing Ivanova's position, and the season 4 blooper reel. He also answered a number of questions from the audience and retold the Jurasik/Katsulas revenge story.

I then stood in an autograph line (the first time in my life) and had JMS sign my copy of his Scriptwriting book. He was very pleasant to speak to and accepting of his fans. In fact, we were originally told he would only sign two items per person; however later he had the person come back through the line saying just "a reasonable number of items". He also was very accommodating to those who wished a photograph or other special requests. I was very much impressed.

Later that day I attended a session with a new producer (Marc Zicree) of the Slider's television show. It had been dropped by Fox and the Sci-Fi Channel picked it up. Everyone was glad of that, and Zicree stated that they were going to make it a "smarter" show — reversing the dumbing down that Fox did in the last season to try and bring in viewers. Also, more science-fiction elements are going to be added in.

In news, he stated Rhys-Davies has left the show completely. Also, the Wade character will be

missing from the early Sci-Fi episodes. A new regular, played by Jerry O'Connell's real-life brother, will be joining the cast as Quinn's brother from an alternate non-technology time-line.

Lots of other spoilers and information was dropped, including that Jerry O'Connell will be directing four episodes this year. It is going to be filmed at Universal, with access to many of the back lots and standing sets. Zicree is also seeking suggestions and comments from the general public. He can be reached at sliderstv@aol.com

I then went to dinner with Jamie McQuinn and one of his friends. This was followed by the Hugo Awards. The winners were:

- Novel:** *Blue Mars* by Kim Stanley Robinson
- Novella:** "Blood of the Dragon" by George R R Martin
- Novelette:** "Bicycle Repairman" by Bruce Sterling
- Short Story:** "The Soul Selects Her Own Society..." by Connie Willis
- Non-Fiction:** *Time & Change* by L Sprague de Camp
- Dramatic Presentation:** "Severed Dreams" (Babylon 5)
- Professional Editor:** Gardner Dozois
- Professional Artist:** Bob Eggleton
- Semiprozine:** *Locus*
- Fanzine:** *Mimosa*
- Fan Writer:** Dave Langford
- Fan Artist:** William Rotsler

The ceremony was well done and quite enjoyable. The only thing that bothered me was the number of folks who left after certain awards were presented. This was especially pronounced after the Dramatic Presentation was given, quite a few people walked out disturbing those who remained.

After the awards were over, I noted a CNN newscrew interviewing some of the winners. Later, they made a tour of the room parties and, from what I heard, some of the footage actually was aired (though I didn't see any of it). I hung around with a small group of people to congratulate JMS on his award.

((The last part of Andrew's subteen appear right after Beauty & the Beast #5, at page 20.))

Beauty and the Beast #5

Hello again,

since last time I did get to see *Scream*, which was very good, although I got a little bit annoyed by the Jim Carrey-wannabe that had a part in the film. However, I decided to go and see *The Fifth Element*, and that was a magnificent experience. It was one of the best movies I've ever seen. I just had to watch it one more time. Luc Besson has really succeeded (and Milla Jovovich is quite nice...)

Otherwise, not much have happened although it certainly will. In about a month the 15th annual Borås Spelkonvent (a.k.a. BorCon, or even BoreCon) will take place. As I am one of very few to have been attending every BoråsCon, I certainly intend keeping this good habit. Meanwhile I give you this little report:

Memories from Borås Spelkonvent:

The first convention, 1983, I was lured to visit by my brother, and I spent some time there playing computer games (on Atari and ZX-81). Not until the mid-eighties did I start participating in games, although I have been a role-player since 1982. Therefore I don't remember much of the early conventions (from 83-86), but here is a rundown of the last ten years:

In 1987 I participated in *Civilization*, but finished at the very last place in my qualification round. Therefore I had time to see some movies at the convention, but when I went to buy some snacks, I was drafted by some people who needed some more participants in the *Civilisation*-final. I agreed to play, and managed to grab the penultimate place in this game, thereby securing a third place as only four players had shown up! Besides, this was the first convention in which I joined a RPG-team (as a matter of fact mostly the same players that still are in the team), and we had made

the unwise decision to call us *T.R.D.E.S.O.B.*, but don't ask me to explain why (maybe more about it later).

1988 was a somewhat unremarkable year, although my team now called themselves *Sälj huvet och köp en hammock* (*Sell yer head and buy a hammock*) and *Gruvan* (*The mine*), the latter name has survived... Well, one thing happened as we tried to launch a new RPG, called *Slaughter Mormor* (*Slaughter Grandma*). This "game" was meant as a joke, but it was perfectly playable. The PCs had just two attributes: STR and DEX (to give HP's), and they had thousands of weapons, hundreds of HP's and everything that reflects a Monty Haul-game. This game was no success as those who were about to play it, failed to see that it was not very serious...

1989 I got my first diploma in Diplomacy, as I finished third in the finals (out of seven, this time), and that was the last time I only played games at BoråsCon. My team had settled for a new name, for the last time: *The Good Ole Boys*

1990, was the first time in which I arranged Diplomacy at BorCon, and I could have done without the infamous scandal at the final table (three players, all from Lund, tossed a die to see which one of them should win). 1830 and *Civilization* were much easier to arrange...

1991 was the year in which then-current Diplomacy Rally leader Roland Isaksson, was prevented from qualifying to the final, as Carl-Magnus Höglund gave his friend Christian Hjelm some centres, to help him to the final. This year also saw the première for *Advanced Civilization* at a Swedish Convention, and also the only time (so far) I have acted as GM at a convention.

1992, I decided I wanted to play Diplomacy, so I arranged Civilization instead, but almost regretted it when I was at home throwing up, with a severe hangover, half an hour before the game should start. I managed to start the game in time (one of my biggest feats in convention history). The Diplomacy is best remembered as the tournament in which the complete beginner Niklas Baumann won the whole tournament.

1993, I did arrange a dual Diplomacy tournament (to make it possible to play at any time) Before the con started we decided to play a quick 7-hour game of Advanced Civ, meaning that I did not get any sleep that night. When I after a 40 hours long vigil was to decide if I should continue to play a 12 centres Austria or end the game in a draw with a 13 centres England I made the wrong decision and ended the game. Well, I finished second in the tournament (my best result in any Diplomacy tournament) and it's unlikely I could have won the tournament even if I had gotten an outright win (not impossible regarding the position)

1994, I finally won a Diplomacy-final, although I participated out of competition as I was not allowed to compete. Nuclear Yuppie Evil Empire was a great success, but the most interesting that happened was the vile assassination of Karl von Lüttern. (Dan Hörning was the assassin), that really surprised the unsuspecting Vampire-livers that roamed the corridor through which Dan fled, chased by a number of the auditors at Karl von Lüttern's (a.k.a. Leif Bergman) lecture.

1995, was a quiet year, although we played some Intimate Diplomacy II

1996, I only spent one hour at the convention, as I had the idea of being the only one to attend both BorCon and UppCon, which was held the same weekend. Sadly, some other people also

managed that feat, but at least I continued to have been present at every BorCon

1997, I make up for my non-arranging status last year, and have planned to arrange two Diplomacy-tournaments and some *Energy* as well as being involved with the *Call of Cthulhu* main tournament, probably meaning that I will have to GM. Therefore I need some help with Diplomacy ..

More about this year's BorCon next time, and probably some other events... Instead, we move to the Letter Column:

Per Westling: "So, when are you going to get an e-mail address?"

((When one of these conditions exist: a) I buy my own computer, b) I resume my studies, c) I get a new job, through which I can get an e-mail, or d) I get a girlfriend who can provide me with an e-mail address...))

"Another top ten list? Should we make this a regular in each issue? I was a bit surprised not to see Sinead O'Connor "Nothing compares 2 U", or are you counting 1990 as to the 80's?"

((No, but that song has never been a true favourite of mine, unlike the others... I have started pondering a top ten of movies, but I don't really know... It might appear some time...))

"It would be interesting to do a pop quiz at a Swedish convention, maybe something for GothCon next year?"

((Maybe, but I don't really know the people responsible for GothCon, and it is a bit different from what's usually offered at a convention...))

Lars Berglund: "As you seem to like top-tens I give you "Top Ten Footballers of Premier League 97-98"..." [Chart not published here, unless Lars tells me he doesn't mind]

((Thanks, although the English Premier League is not really my cup of tea. The Swedish Allsvenska, is another matter (of course, as my favourite team Elfsborg, at the moment is at number four (surprising

everyone as the were promoted from a lower division this year))))

Now, to the games part

Sadly, not much interest in the interesting Eleusis, but now, finally, rules for Energy are published, and we can get started. (See later)

Last time I started *Name that tune*, and this will continue ten more rounds. Anyone can participate, and Per has promised a free issue of L4E to the winner.

I will accept answers by SnailMail or by phone, or even delivered in person (should we happen to meet). Should you prefer e-mail, you could send your answers to my brother, who will forward them to me. As his answers are delivered together with the fanzine you don't have to worry that he will get more information than anyone else.

Name that tune

Rules:

Every time I give you a number of excerpts from lyrics of pop songs. A correct identification of the song is awarded with two points and a correct identification of the artist is also awarded with two points. In the event that nobody gets it right, more of the lyrics are revealed next time and this time correct guesses are awarded with one point each.

Excerpts for round 1, were:

1. "Murlou Brando, Jimmy Dean, on the cover of a magazine"

Madonna: "Vogue"; Correct answers from Mark Stretch, Lars Berglund and Gihan Bandaranaike.

2. "We haven't had that spirit here since 1969"

The Eagles: "Hotel California"; Correct answers from Gihan and Per Westling

3. "Then there was this boy whose parents made him come directly home right after school"

Crash Test Dummies: "Mmm mmm mmm mmm"; Correct answers from Gihan, Mark Stretch and Lars Berglund

4. "I is the best, I is the rest"

No correct answers. Guesses: **Bob Dylan** and **Bob Marley**. Neither of these are correct.

Excerpts for round 2:

4. "...like to do what you wants, I is the best, I is the rest, I is the enemy..." *

5. "Lying in my bed I hear the clock tick, and think of you"

6. "Take a look at my girlfriend, she's the only one I got"

7. "Are you thinking of me when you fuck her?"

8. "It's cold out there but it's warm in bed"

* This excerpt is awarded with 1 point for correct identification.

There you have some interesting lyrics. Let's see if anyone can identify number 4 this time, and let's hope that the possibility to send your answers to my brother will make it easier for you to participate.

Here are the current standings:

Gihan Bandaranaike	12
Lars Berglund	8
Mark Stretch	8
Per Westling	4

I feel like I would like to give Gihan, Lars and Mark some kind of bonus for recognizing Madonna (my favourite), but I think that I shouldn't do that!

Now it's time for the rules for Energy. I'm sorry if the English is not very correct, but I hope you will understand it anyway. (P.T.O.)

ENERGY

This game was released by the Swedish game company Alga, in the late 1970s. Whoever created the rules is unknown, but the methodology of the game was created together with professor Sven-Gösta Nilsson. I begin with presenting the boardgame-rules, and follow with the postal gaming modifications made by me and my brother

INTRODUCTION

The players

The four areas in the game, North, South, East and West, are representing continents or at least larger parts of continents. West could be considered as USA or USA and Canada, South could represent the OPEC states, North could be Western Europe and East could be Eastern Europe or maybe the Far East.

How long is a gameturn?

A gameturn represent a five-year period. By playing six gameturns you will cover about thirty years. Prognostication tells us that the world's oil and natural gas supplies will be greatly reduced. (Oil and natural gas are referred to as "oil" in this game). The Uranium supplies will also start to dry up some years after the turn of the millennium.

Capital and currency units

In this game we use the designation CU (Currency Units). The value of a CU could be understood by this reasoning:

USA had (at least during the 70's) a five year GNP of about 8,000-10,000 billion dollars. At least 10% of these could be derived from the energy sector (counting industries). In the game of Energy you renew about 40-50 CU during a game turn (a five year period) This means that 1 CU is approximately 100 billion SEK or £7,5 billion or \$14 billion...

Production of Energy

In this game energy is measured in EU (Energy Units) 1 EU is approximately 50 GW (=50,000 MW or 50,000,000 kW)

Sources of Energy

Nuclear power station

A nuclear power station à 1 GW, did cost about 1 billion dollars to start. In the game one nuclear power station cost 5 CU (\$70 billion), as it symbolises 100 power plants, not just one. They produce 2 EU but need 2 units of Uranium. They produce 2 CU when active.

Hydroelectric power station

Hydroelectric power stations produce 2 EU, and cost only 2 CU. These equal one nuclear power station. The advantage is that it's a never-ceasing source of energy, as it does not need any resources. They produce 2 CU when active.

Solar power station

One solar power station produce 1 EU. As this source of energy most likely will cover a great area it's likely to be expensive. In this game it will cost 20 CU, but like the hydroelectric power stations it doesn't need any resources as the sun always will be there. They produce 1 CU when active.

Wind power station

To draw 1 EU from wind power stations you will need about 100,000 wind power station towers. This will of course be a bit expensive and cost 15 CU. But then the wind will always blow, and these need no resources. They produce 1 CU when active.

Fusion power station

No fusion power station has been started yet, and nobody knows if any fusion power station will function during our generation. The fusion power station is something of a Joker. It will produce no less than 6 EU without using any resources, as the water in the oceans will be more than sufficient to cover all the need for fusion energy. In order to being able to use this all players have scientists researching. Should they manage to create fusion power almost any possible problem regarding energy will be solved for the lucky player who receives that event card, although it does cost 30 CU to purchase. This produce no money when active.

Coal power station

In reality there is more than sufficient amounts of coal in the world. However, the numbers in the game refer to "mineable" coal. After several coalminer-strikes it seems likely that only surface-quarrying will be used in coalmining. A large proportion of sulphur in the coal is another reason why some amounts of coal isn't "mineable". The coal power stations in this game produces 2 EU, but uses 2 units of Coal. As it only cost 2 CU it is a cheap source of energy, but it pollutes 5 PU (Units of Pollution). They produce 2 CU when active.

Oil power station

Oil power stations are very cheap. They cost only 1 CU and they only pollute 2 PU. However, they use 2 units of oil. They produce 2 CU when active.

Energy forest / Poplar plantation

Poplar plantations are a symbol of biological energy, i. e. energy derived from the sun by plants and trees. Some of the trees could also be used as fuel for different power plants, and especially poplars could be used as fuel. However, you will need large areas and arable land. Poplars produce 1 EU, and cost 5 CU. They produce 1 CU when active.

Industry

Industry cost 10 CU, and refer to that part of the industry which is of importance for the energy balance. These consume 2 EU and pollute 10 PU. They produce 10 CU when active.

Developed agriculture

Agriculture is important. It will pay off to develop your agriculture on your arable lands. They consume 1 EU and cost 4 CU to develop. They produce 3 CU when active.

Purifying station

As long as the pollution doesn't exceed 20 PU, the situation is under control, as the nature will provide 20 units of purification. Should the pollution exceed 20 PU, these will be needed as they can purify 10 PU. They cost 10 CU and consume 2 EU.

Residential area

As there exist people in every region of the world, they will need some energy. The residents will consume 2 EU and pollute 2 PU. They are a necessary evil :-)

RULES:

At the beginning of the game every player has a different amount of initial funds, oil resources, coal resources, max. no. of hydroelectric, solar and wind power stations, as well as arable lands. However, all have an equal amount of uranium.

The running of the game

Each player select a nation - East, West, South or North. Every nation consist of 16 different green and yellow fields. The yellow fields are arable, and are the only fields which can host agriculture or plant poplars. The other sources can be built on either type of field.

When the game starts you have a deficit of energy (2 EU) due to the residential areas. On the other hand you have surplus purification with 18 units due to mother nature. You are forced to produce at least the amount of energy you consume. You could however have a surplus production of energy without any trouble. The same applies to pollution (you are welcome to pollute 20 PU, but not 21!, on the other hand you can purify 50 of them, without problem even if you only should pollute 2)

The order of events in the gameturn:

1. Investments

Every player can purchase any source of energy he or she wants and can afford. The first gameturn you use your initial funds, but thereafter you use your savings. You can save any amount of money to buy resources if you wish. After purchasing he places the energy sources in one of his/her 16 fields (remembering that agriculture and poplar plantations only could be placed at arable (yellow) fields). Should you move something (e. g. a nuclear station) from a yellow field to a green field, you must pay the investment cost once more.

Nobody is permitted to purchase the fusion power station, unless permitted by an event card.

You are allowed to halt a power station, which means that you don't use it during that turn. You could later restart it without cost (e. g. you want an industry, but cannot afford a new purifying station this turn. Therefore you purchase the industry but halt it immediately in order to run it next turn instead.) You could always eliminate a source of energy, but you will not get any refunds.

2. Event cards

When everyone has finished his turn everybody gets an event card. This could make it possible to buy more resources, or could force you to close a nuclear power station or even worse bring a nuclear power station down, due to radioactive waste (destroying that field). When the event cards are finished they are shuffled and used again.

3. Buy resources

The bank show the world market price for units of oil, coal and uranium together with the maximum possible purchase (which only can be exceeded with an event card). When the market cards are finished the resources will not be possible to buy from the world market anymore.

4. Account phase

Capital:

The player calculate the sum of produced CU from the sources. Note that any undeveloped yellow field produce 1 CU (due to undeveloped agriculture).

Consumption of resources:

Consumption of oil, coal and uranium is subtracted from the amount in stock.

Purification:

The amount of purification from any purifying stations is added to the 20 units of natural purification.

Pollution:

The amount of pollution is added to the residential areas 2 units and must not exceed the purification. Should this be the case any polluting source of energy must be halted or eliminated.

Produced energy:

The player calculate the amount of produced EU.

Consumed energy:

The player calculate the amount of consumed EU and add 2 EU, due to the residential areas. This amount may not exceed produced EU. Should this happen the player must halt or eliminate any energy-consuming energy source.

Report to the bank:

The produced CU is received from the bank. In so doing the gameturn is ended. Any surplus energy or purification is not transferred to next gameturn.

(*Example:* Player A only got 2 CU as initial fund, and has started with 8 yellow fields. Therefore he buys 1 hydroelectric power station. This produces 2 CU, and 2 EU. This counters the 2 EU consumed by residential area. Furthermore he can collect 2 CU for his hydroelectric power station and also 8 CU for his arable land, giving him 10 CU for the next round.)

Who will win?

After a number of turns, agreed upon beforehand (The rules state 10, but I normally select 20) the game ends. Every player adds his savings and his invested capital from agriculture, wind-, hydroelectric- and solar power stations. To this is added 5 CU per industry. Any other power source is considered written off and gives no refund whatsoever.

The player with the largest amount of money is the winner.

POSTAL GAMING MODIFICATIONS

developed by Per & Björn Westling

1. Any number of players can participate. You can either manufacture your own nation or select one of the four existing nations.

2. In order to speed up the game, every PBM-turn consist of two gameturns.

3. Order of events in the PBM-turn:

- a. Investment (*see above and below*)
- b. Event cards (*see below*)
- c. Buy resources (*see above and below*)
- d. Accounting #1 (*see above*)
- e. Investment
- f. Event cards
- g. Buy resources
- h. Accounting #2
- i. Gameturn ending (*see below*)

3a. Summary of energy sources:

Nuclear: Cost: 5 CU, Prod: 2 CU & 2 EU
 Hydro...: Cost: 2 CU, Prod: 2 CU & 2 EU
 Solar: Cost: 20 CU, Prod: 1 CU & 1 EU
 Wind: Cost: 15 CU, Prod: 1 CU & 1 EU
 Coal: Cost: 2 CU, Prod: 2 CU & 2 EU
 Oil: Cost: 1 CU, Prod: 2 CU & 2 EU
 Poplar: Cost: 5 CU, Prod: 1 CU & 1 EU
 Fusion: Cost: 30 CU, Prod: 0 CU & 6 EU

Energy consuming sources:

Industry: Cost: 10 CU, Prod: 10 CU,
 Consume: 2 EU
 Agriculture: Cost: 4 CU, Prod: 3 CU,
 Consume: 1 EU
 Purifying station: Cost: 10 CU, Prod: Nil,
 Consume: 2 EU
 Residential area: Cost: Nil, Prod: Nil,
 Consume: 2 EU

5b. Event cards:

These events might not happen in the instant they are drawn. Should the event

force a player to halt or eliminate any of his energy sources the event will take place at the end of the PBM-turn, so that the player can react correspondingly the next turn. The GM will halt or eliminate the source as stated by the card, and notify the player.

5c. Buy resources

The player will by default buy the maximum possible of any resources. If he cannot afford this he will maximise his purchase regarding number of units. In case of a tie you will buy either what you currently consume or what you have least of in stock. There are two possible ways to amend this: Ordering the GM differently or making sure that you have no money left!

5i. Gameturn ending

This means that you have done yours. The GM will check your energy balance and report the situation. Thereafter a new

round starts. A total of ten PBM-rounds will be needed before the game ends.

Interaction between players:

Every player has the possibility of selling resources or surplus energy, or even lending money or hiring fields to other players. However, this agreement must be agreed upon by both players, who must notify the GM. They must also state any conditions with which the agreement could be broken.

Press is very welcome!

Nations:

To create your own nation you have 80 creation-points (cps) (Well, you could even use up to 80.15 as it otherwise could be difficult to create a nation). Here follow the different cps needed and also the four existing nations and their limitations:

cp cost	initial funds	oil	coal	uranium	hydro- electric	solar	wind	arable fields
per unit:	0.95	1	0.25	N/A	12	0.75	1	3
#units:								
EAST	14	14	36	12	2	1	1	6
NORTH	26	4	17	12	2	0	2	7
SOUTH	12	36	10	12	1	3	1	5
WEST	22	10	38	12	1	2	2	8

as can be seen, every nation start with 12 units of uranium in stock.

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((WAYwords #25 continues here from page 12))
I hit some more room parties, along with it seemed every other person who was attending the convention. Many more folks in costumes were wandering about, adding quite a bit of flavour to the scene. I left late that night, quite satisfied with the convention.

Unfortunately, I didn't feel well the next day and decided to skip the rest of the convention (there was only a partial day on Monday). Overall, I felt

the convention was very well run and enjoyable to attend. I only wish I could have cloned myself to attend more sessions!!

If this peaks your interest, next year's WorldCon is in Baltimore¹. The following year is in Australia and in Chicago for 2000. Start saving those pennies!!!

*

¹ August 5-9 1998

PAX GERMANIA #107

subzeen of L4E #56

Rocky II (By Popular Demand) - Third Round

Rk	was	Player	One	Two	Three	Four	Five	Six	B/F	this	TOT
1	1	Pitt Crandlemire	yard	Zeus	Xylophone	Zurich	Yugoslavia	YellowSubmarine	114	73	187
2	4	Conrad von Metzke	yard	Zeus	Xylophone	Zurich	Zaire	Z	109	68	177
3	5	Michael Pargman	yard	Zeus	Xylophone	Zagreb	Zimbabwe	Zorba the Greek	106	68	174
4	3	Lars Berglund	zillion	Zeus	Xylophone	Zürich	Yugoslavia	Young Guns	111	62	173
5	7	Leif Kjetil Tviberg	yard	Zeus	Xylophone	York	Zimbabwe	YellowSubmarine	103	69	172
6	5	Göran Karestrand	yard	Zeus	Xylophone	Zurich	Zaire	Zorba	106	65	171
7	11	W. Andrew York	yard	Zeus	Xylophone	Zurich	Yemen	YellowSubmarine	97	71	168
8	7	Björn Westling	ångström	Zeus	Xylophone	York	Zimbabwe	Zorba the Greek	103	62	165
9	12	Mark Stretch	yard	Zeus	Xylophone	York	Yemen	X-files	95	68	163
10	10	Gihan B.	yard	Zeus	Xylophone	Östansv.	Zambia	Young Guns	99	64	163
11	2	Ulf Jiretorn	ångström	Zeus	Xylophone	Östersund	Yugoslavia	Ånglagård	112	48	160
12	14	Douglas Kent	yard	Zeus	Xylophone	York	Yemen	Zorro the ...	89	67	156
13	9	Berry Renken	ångström	Zeus	Xylophone	Yokohama	Österreich	Zelig	100	56	156
14	14	Brad Martin	yard	Zeus	Xylophone	Zagreb	Zambia	Zentropa	89	65	154
15	17	Thomas Nilsson	yard	Zeus	Xylophone	Zürich	Yugoslavia	X-files	80	72	152
16	13	Brent McKee	NMR						90	48	138
17	16	Anders Færden	NMR						88	48	136
18	18	Leif Bergman	NMR						49	48	97
—		(Per Westling)	ångström	Zeus	Xylophone	Zagreb	Yugoslavia	Zelig	(89)	62	(151)
(—)		OTHERS							(74)	48	(122)
		MAXIMUM	11	16		16	6	5	3		
		MINIMUM	1	16		16	1	1	1		

Ulf was the only one that managed to get one for each letter! Unfortunately he (and Göran) were the only ones not banking on Zeus or Xylophone. Berry tried one-per-letter but "Å" was too tough. ① [A unit of measurement] My intention was to get Ångström, but yard slipped in. yard 11, ångström 4, zillion 1.

② [A famous Greek person or god] It surprised me that Zeus got all the votes, I had thought Xerxes or Xantippa receiving some. Zeus 16.

③ [musical instrument] No surprise here. Only Conrad mentioned something else (Zither). Xyl. 16

④ [city] As usual quit a spread. Zurich 6, York 4, Zagreb 3, Östersund/Östansv. 1. Östansv? That is actually a street, not a city... Nyköping is the city I live in. Anyway, a point is a point.

⑤ [country] The most interesting category, with "Former Yugoslavia" and Zaire on the news. Of course, the category said nothing about existing countries. I notice I haven't been to any of them.

Probably Zambia is the one I would like to visit most. Yugoslavia 5, Zimbabwe/Yemen 3, Zambia /Zaire 2, Österreich 1.

⑥ [movie title] As usual quite a spread. Yellow Submarine/Zorba (the Greek) 3, Young Guns/Zelig/X-files 2, Z/Zentropa/Ånglagård/Zorro the gay blade 1.

Once more *Pitt Crandlemire* took top score (and the freebie), finding majority scores in each category. But it was a very close call.

Rocky II – Fourth round

Round four has no special letters. Instead I am gonna use one of the criterias Conrad used in one of the rounds of the BPD game running in *Costaguana*: If you took a child to a zoo, which six animals do you think the child would most likely want to see? (Don't forget to bank on the one you think will be the most popular answer.)

Metropolis

Fictionary Dictionary — Round 2

Round Two: **hafiz**

1. an Arabian bazaar
2. an Arabian male name
3. an honorary title for a Moslem who can recite the Koran from memory
4. an oasis
5. the railway linking the Islamic holy sites of Mecca and Medina
6. a pair of wide Armenian trousers
7. a relation gift
8. a small breast-plate of body armour
9. a title for a Turkish noble
10. a type of poem named after the creator, the Persian poet Muhammed Schams el-Din. Nicknamed Hafiz

Doug Kent and Pitt Crandlemire got the correct explanations

player	own	voted for	votes for	points	rounds	overall correct	overall total
Gihan Bandaranaike	—	6	0	0	2	0	
Pitt Crandlemire	correct	—	—	2	3	2	
Ulf Jiretorn	—	9	0	0	2	0	
Göran Karestrand	6	10	2	2	3	0	
Douglas Kent	correct	—	—	2	3	1	
Brad Martin	5	3		1	2	0	
Conrad von Metzke	8		1	1	2	0	
Thomas Nilsson	10	3	2	4	2	0	
Michael Pargman	9	6	2	2	3	0	
Berry Renken	7	10	0	0	3	0	
Leif Kjetil Tviberg	2	9	0	0	2	0	
Björn Westling	1	10	0	0	3	0	
Andy York	4	8	0	0	3	0	

Round Three: **bisturi**

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. certain brand of Greek sweets 2. medical term for heart burn 3. Pyrenean cottage with two entrances 4. rare disease, which affects the kidneys making the urethra swell 5. religious sect in Waco, Oklahoma, that is just as fanatic as it is exclusive 6. restaurant divided into two parts, each with its own menu 7. small shop or cafe | <ol style="list-style-type: none"> 8. spicy, lamb and rice dish, usually found in Afghanistan 9. surgical knife that can be folded 10. thinly sliced beef, highly seasoned in the Provencal manner 11. token dowry given by a low-caste bride's father to a higher case bridegroom at a Hindu wedding 12. universal remote control for electronics |
|---|---|

The next word to be defined is: **cencerro**

Press: Björn: Whoever thought up no. 10 deserves 1 point!

Star Trek: The Cage

GOPS — Round Three

5th Point card: Jack
 Lars plays 3
 Michael plays Queen
 Pitt plays **King**
 Close win for Pitt. Tactical low-play by Lars.

6th Point card: Queen
 Lars plays King!
 Michael plays King!
 Pitt plays Queen!
 Dramatical! So, Lars and Michael fights over the Queen in conjunction with their bids for the 7th point card...

Player	Score	Remaining bidding cards
Lars Berglund	7	5, 6, 7, 8, 9, J, Q
Michael Pargman	12	2, 3, 5, 6, 7, T, J
Pitt Crandlemire	18	2, 5, 6, 7, 9, T, J

Point cards for the next round:
 7, 9 (+ Queen for Lars and Michael)
 8, 2
 Remaining point cards:
 A, 4, 6, T, K.

Ben-Hur [Faith&Sword] - "Round Eight: Years 680-689"

GM: No orders from Peter nor from Ingvar. Orders on file from the rest. I will postpone the adjudication until next time. In the meantime I would not mind having standbys ready to take over; anyone?

Princess' Bride [1527 OS] - Round One

OMR [Mark Stretch, Green]

- a) (Wien) - G68 - St.Polten.
- b) (St.Polten) - F64 - E65 - D64.
- c) (D64) - B63.

BLUES [Berry Renken, Blue]

- a) (Wien) - H65 - St.Polten.
- b) (St.Polten) - G63 - F62 - F61 - E61.
- c) (E61) - E60 - Weyer - B59.

MARX [Leif Kjetil Tviberg, Red]

- a) (Wien) - F67 - Wiener Neustad.
- b) (Wiener Neustad) - A67.

c) (A67) - M26. (*It cost 3 downhill as well.*)

KRAUT [Brad Martin, Brown]

- a) (Wien) - H65 - St.Polten.
- b) (St.Polten) - G63 - F62 - F61 - E61.
- c) (E61) - E60 - F59 - F57.

cmp	bal	cities	track	traces	rentals	bal
OMR	20	+ 2			=	22
BLUES	20	+ 8			=	28
MARX	20	+ 6			=	26
KRAUT	20	+ 2			=	22

Builds for round Two: 5, 5, 2

GM: BLUES = Blue Locomotives Using Electric Steam.

Press [Princess' Bride]: None

El Gordo 1997

Since last time the following category was resolved:

2. Content for the author to win the Nobel prize in literature: The Italian playwright and actor Dario Fo. A surprising but good choice.

	Per Westling	Lars Berglund	Björn Westling	Mark Stretch	Michael Pargman
2.	(Europe) 2.00	(Europe) 2.00	(Africa) 0.00	(N. America) 0	(Europe) 2.00
6.	Schumacher	Villeneuve	Villeneuve	Schumacher	Villeneuve
11.	10	8	9	10	7
13.	Aftonbladet	Aftonbladet	Expressen	Aftonbladet	Aftonbladet
19.	Ferrari	Ferrari	Williams	Ferrari	Williams
Bf.	20.51	5.18	17.18	11.43	15.18
Σ	22.51	7.18	17.18	11.43	17.18

	Ulf Jiretorn	Leif Kjetil Tviberg	Leif Bergman	Brent McKee	Pitt Crandlemire
2.	(Europe) 2.00	(N. America) 0.00	(Europe) 2.00	(Asia) 0.00	(N. America) 0
6.	Senna	Schumacher	Schumacher	Villeneuve	Villeneuve
11.	8	6	9	9	10
13.	Aftonbladet	Aftonbladet	Aftonbladet	Aftonbladet	Aftonbladet
19.	Lotus	Ferrari	Williams	Williams	Williams
Bf.	6.83	7.00	1.50	18.43	24.76
Σ	8.83	7.00	3.50	18.43	24.76

Remaining categories:

6 & 19. Formula One Champion - Driver & Team.

11. Number of issues of L4E published during 1997 (8 likely winner)

13. Largest Scandinavian newspaper at November 1st (Aftonbladet likely winner)

El Gordo 1998

Below is the list for the categories for the 1998 El Gordo competition. Anyone can send in their entries and the deadline is the new year. In some categories alternatives will be presented, and in those you will just have to choose one of the alternatives, and the remaining the choice is free.

1. Hobby: Winner Swedish Zine Poll (Avalonia, L4E, Mu, Red Dwarf, web-Aniara)
2. Hobby: Individual Winner EDC in Bedford, England
3. Hobby: Individual Winner WDC in Chappel Hill, USA
4. Politics: Swedish Prime Minister after the election (Göran Persson, Carl Bildt or *Other*)
5. Winter Olympics: Gold Icehockey (Canada, Checkia, Finland, Russia, Sweden, USA, *Other*)
6. Winter Olympics: Men's cross-country skiing relay team (Finland, Italy, Norway, Russia, Sweden, *Other*)
- 7-10. World Cup Football (Soccer): Give the four nations in semi-finals
11. Football: Winner Premier League in England (Arsenal, Aston Villa, Blackburn, Chelsea, Liverpool, Manchester United, Newcastle, *Other*)
12. Football: Winner Serie A in Italy (Juventus, Inter, Milan, Napoli, Parma, Roma, *Other*)
13. Hockey: Winner Stanley Cup in North America (Anaheim, Buffalo, Colorado, Dallas, Detroit, Ottawa, New Jersey, Philadelphia, *Other*)
14. Literature: Continent for the Nobel Prize Winner (Europe, Asia, Africa, N.America, S.America)
- 15-17. Oscar: Best film, Best male lead, Best female lead
18. Tennis: #1 rated Male July 1st (Sampras, Chang, Rafter, Resedski, Moya, Kafelnikov, *Other*)
19. Tennis: #1 rated Female July 1st (Graf, Sanchez, Seles, Martinez, Majoli, Novotna, *Other*)
20. Formula One: Individual Champion

HISTORY OF THE WORLD II

Version 2 Postal Rules By Gihan Bandaranaike.

(1) GAME FORMAT

- (1.1) 1993 Gibsons rules apply except where modified below.
- (1.2) Ownership of the game is not a requisite for playing postally as the GM can provide rules, map, all card details and scoring chart.
- (1.3) The postal game is for 6 players only.
- (1.4) A game lasts 7 turns: a Game Start turn and 7 Epoch turns.
- (1.5) Each turn, players submit some/all of the 5 types of Orders and 3 types of Lists detailed below (turns when required are indicated).

(2) SYMBOL ORDERS (Epochs V-VII, optional)

- (2.1) In Epochs I-IV, symbols used by all players that turn are Bears, Dragons, Eagles, Lions, in that order.
- (2.2) In Epochs V-VII, the GM uses the above as a preference order when assigning a valid symbol.
- (2.3) In Epochs V-VII, players may state the symbol to be used which supersedes the GM's choice if valid.

(3) EVENT ORDERS (Epochs I-VII, only if required)

- (3.1) Event Orders are required for the following Events: Barbarians, Black Death, Crusade, Civil War, Disaster, Famine, Minor Empires, Pestilence, Pirates, Plague, Rebellion, Treachery.
- (3.11) Minor Empires are treated and ordered like Empires.
- (3.12) The rest are ordered by stating the Area(s) affected in order.
- (3.13) If too few or no Areas are submitted, the unused is forfeited.
- (3.2) No other Events require Orders as their effect is either obvious or incorporated within Empire Orders.

(4) EMPIRE ORDERS (Epochs I-VII, always required)

- (4.1) Empire Orders are a sequence of Areas, each separated by a "-".
- (4.11) The first Area is the starting land, even if unordered, and is automatically conquered (any armies there may make a valid retreat).
- (4.12) The sequence details the order in which Areas are attacked until conquered or until the attacker has no unused units remaining.
- (4.13) 1 army or fleet is assumed to be placed in a conquered Area.
- (4.2) Areas in parenthesis indicate conquest by absorbing remnants or use of a prior Empire fleet and no unit is placed therein.
- (4.3) Restating conquered Areas indicates placing another army/fleet.
- (4.4) Restating enquired lands prefixed "F:" indicates placing a fort.
- (4.5) If too few valid Areas are submitted, the GM continues from the start of those Empire Orders.
- (4.6) An Empire without Orders will appear as a fort with maximum armies (usually 3) in its starting land only.

(5) MONUMENT ORDERS (Epochs I-VII, if required, optional)

- (5.1) The GM will automatically build Monuments, choosing the last site conquered when a choice exists.
- (5.2) Players may state lands where Monuments are to be built which supersedes the GM's choice if valid.

(6) RETREAT ORDERS (Epochs I-VII, if required, optional)

- (6.1) The GM will automatically retreat armies to any valid adjacent lands, choosing alphabetically.
- (6.2) Players may state retreats for armies displaced that turn which supersedes the GM's choice if valid.

(7) NOMINATION LISTS (Game Start & Epochs I-VI)

- (7.1) A Nomination List is a list of opponents, each with an Empire.
- (7.11) No opponent or Empire may be duplicated on this List.
- (7.12) Any such duplication invalidates the latter Nomination.
- (7.2) Each turn, each player is entitled to a number of Nominations equal to the number of players that would normally draw an Empire card for the next Epoch after them.
- (7.21) If 2 or more players would dice to decide who draws earlier, all such players are entitled to the higher number of Nominations.
- (7.22) Thus, in a Game Start turn, all players have 5 Nominations.

(7.3) Players should provide 5 Nominations, in order of importance, as any excess are ignored and not reported.

(7.4) If too few or no Nominations are submitted, the highest scoring opponent not listed (chosen randomly if tied scores) is added with the smallest size Empire not listed (if equal, the later appearing Empire) and this is repeated until sufficient Nominations exist.

(8) EMPIRE LISTS (Game Start & Epochs I-VI)

- (8.1) An Empire List is a preference list of next Epoch's 7 Empires.
- (8.2) If too few or no Empire List is submitted, the unlisted Empires are placed at the end in decreasing order of size and, if equal size, in order of appearance.
- (8.3) A Nominated Empire jumps forward 1 place in that Nominated player's Empire List.
- (8.4) All adjustments due to Nominations are made simultaneously to form Adjusted Empire Lists which are still treated as preference lists.
- (8.5) The GM compares Adjusted Empire Lists to allocate Empires.
- (8.51) If 2 or more players contest an Empire, the player with more Nominations for that Empire is allocated it.
- (8.52) If tied in Nominations, the player with the earlier Empire in the prior Epoch is allocated it (or chosen randomly at Game Start).

(9) EVENT LISTS (Game Start & Epochs I-VI)

- (9.1) An Event List is a preference list of the next Epoch's Events.
- (9.2) The GM compares the Event Lists to allocate Events to players.
- (9.21) If 2 or more players contest an Event, none of those players are allocated that Event.
- (9.22) That Event can still be allocated to a player placing it lower down in the Event List.
- (9.3) The GM then allocates the Disaster (if unallocated) to a player with no Event with the highest score to date, chosen randomly if tied.
- (9.4) Players with Events which are unusable or potentially unusable by their Empire are then stripped of that Event.
- (9.5) The GM then randomly allocates an unallocated and definitely useable Event to each player still without an Event.

(10) COMBAT

- (10.1) Combat uses a system of accrued losses which are reset to zero at the start of each player's turn.
- (10.2) An appropriate decimal is added to attacker's current accrued losses for each unit attacked and then that attacked unit is eliminated.
- (10.3) This decimal depends on the number of dice and any modifiers normally used by combatants and is detailed in the table below.

	Defender 1 die	Defender 1 die+1	Defender 2 dice	Defender 2 dice+1
Attacker 2 dice	0.4	0.7	0.9	1.4
Attacker 2 dice+1	0.3	0.5	0.6	0.9
Attacker 3 dice	0.2	0.4	0.5	0.8
Attacker 4 dice	0.1	0.3	0.4	0.7

- (10.4) Difficult Terrain will be bypassed if orders to date allow this.
- (10.5) An increase in the integer element of accrued losses results in the attacker incurring unit losses equal to this increase (usually 1).
- (10.6) If, due to incurring a loss, the attacker has no units remaining, that last attacked unit is not eliminated; this supersedes rule (10.2).
- (10.7) Accrued losses incurred by attacks due to an Event are carried forward to that player's Empire.

(11) ADJUDICATION

- (11.1) Conditionals are allowed for all the types of Orders and Lists.
- (11.11) Conditionals for all Orders can only refer to prior Empire or Event allocations revealed so far or unit positions as at that time.
- (11.12) Conditionals for all Lists can refer to all Empire or Event allocations revealed that turn or unit positions at the end of that turn.
- (11.13) If multiple or no conditionals are satisfied, the GM uses the first such conditional option submitted.
- (11.2) A non-standard abbreviation or format is accepted if obvious.
- (11.3) If part of an Order or List is excess to entitlement, ambiguous, invalid, illegible or unintelligible, that part only is ignored.

- (11.4) A player who submits no Orders or Lists undergoes the default procedures detailed in sections (2)-(9) and is still scored normally.
 (11.5) A player who repeatedly submits nothing may be replaced by a stand-by although the default procedures allow for player drop-outs.

12.1 GAME REPORTS

(12.1) Game report for each Epoch turn should contain the following:
 (12.11) All players' Nomination Lists, Empire Lists (unadjusted) and Event Lists for the current Epoch with final allocations for that player indicated in bold upper case.

(12.12) Current "Epoch History" detailing Symbol, Event, Empire, and Monument Orders for each player in play order.

(12.13) A Victory Points Chart detailing how scores have changed, how scores were calculated for the current turn as well as cumulative Empire size allocated to each player to date.

(12.14) A Map with player codes prefixing counter codes (as per Appendix I) to show unit positions as at the end of that Epoch.

(12.15) Press, including GM's explanation of error adjustments.

(12.2) Players will also be individually and secretly informed of their Empire and Event for the next Epoch.

(12.3) Each player's Epoch History summarises his play that turn.

(12.31) If a land, after conquest, has a Capital, City or Monument, that land is reported suffixed with a colon and those counter code(s).

(12.32) Any Retreats by other players are indicated in parenthesis immediately after the land where the new Empire/Kingdom appears.

(12.33) Attacker's losses suffered are also indicated in parenthesis after that Area; if that Area is unconquered, it is reported underlined.

(12.34) If an unconquered Area suffered losses, they are indicated as "(x/y)" where x = attacker's losses and y = defender's losses.

(12.35) Building Monuments is indicated by adding, after all unit placements, "+M:" followed by the land(s) where built.

(12.4) Any part added due to default procedure is reported in italics.

(12.5) Any part invalid or ambiguous is reported underlined.

(12.6) Conditional instructions to GM, rejected conditional options and illegible, unintelligible or excessive parts are never reported.

(12.7) GM scoring errors will be corrected, on being notified, in the next game report by altering scores (other errors are re-adjudicated).

(12.8) At Game Start, the GM publishes players' contact details and player codes allocated (player codes may be used for Nominations).

APPENDIX I: COUNTER CODES

X = Capital, C = City, M = Monument, F = fort (land) or fleet (sea), B = Bear army, D = Dragon army, E = Eagle army, L = Lion army. 2 or 3 prefix to an army or fleet symbol indicates a stack of that size. Player codes (usually £, \$, %, &, @, #) prefix units to identify them.

APPENDIX II: AREA ABBREVIATIONS

Middle East: AraP, Pal, Lev, WAna, EAAna, UTig, MTig, LTig, Zag, PerSD, PerP
 North Africa: ShaP, Lib, NLib, Nub, UNil
 India: HKus, LInd, UInd, GanV, Gand, WDec, EDec, WGha, EGha, Cey
 China: TarB, WeiR, YelR, GPCh, Sze, Yan, Sik, Che
 Southern Europe: Wibe, Sibe, Pyr, MacC, NApp, SApp, Dal, Bal, Pis, Mor, Cre
 Northern Europe: Ire, Hig, Alb, WGau, NGAU, LRhi, CEur, Dan, BalS, Sea
 South East Asia: Sum, MalP, Irr, Mek, Elnd
 Eurasia: NEurP, Dni, Cau, WSte, ESic, TurP, Mon, MacP
 North America: PacS, GreP, GreL, App, Dees, MexP, CAME, Wind
 South America: GuilH, Bra, Pat, Sand, NAnd
 Southern Africa: GolC, CAfr, EAfr, ConB, Cap, Mad
 Japan: KorP, Hon, Hok
 Australasia: Aus, NGui
 Seas: E.MED, W.MED, BLA, NOR, RED, ARA, BEN, S.CH, JAP, CAR
 Oceans: ATL, IND, PAC
 Barren Lands: (SyriD), (PtitB), (SahD), (Alp), (Sib), (NLak), (Ama), (Out)

APPENDIX III: AVALON HILL VERSION

The following changes are required playing the Avalon Hill version.

- (1.1) 1993 Avalon Hill rules apply except where modified below.
 (1.11) References to Areas in these rules refer to a land, sea or ocean.
 (1.12) Ignore all references to Symbols, Event Lists or absorbing.
 (3.01) Playing an Event in the current turn must be explicitly stated.
 (3.1) [Add the following Events to the list:] Empire Fortifies, Empire Revives, Empires Fortify, Empires Revive, Surprise Attack.
 (8.11) Exception: Empire Lists for Epoch 1 contain only 6 Empires.

- (10.31) Fanaticism reduces accrued losses by 0.1 per attacked unit.
 (10.32) Weaponry combined with Elite Troops or Jihad reduces latter accrued losses by 0.1 per attacked unit.
 (10.33) Leader remains in play for 12 consecutive attacked units.
 (12.8) [Add] and secretly informs players of their 9 Events allocated.

DESIGN NOTES

History Of The World is an ideal candidate for conversion to postal play as it is a popular, commercially available game, has all playing areas named to facilitate order-writing, plays in only 8 postal turns to minimise drop-outs and yet requires a lot of planning and diplomacy.

The guiding principles behind designing these new rules have been to minimise random input by a GM yet be faithful to the actual game. It is the latter objective that made the new rules both very different and big improvement on my original (playable but flawed) postal rules.

The postal game is for 6 player as each game will be different (due to different inactive Empires) and 6 players also ensures a weak Empire often enters play due to the Nominations system (thus leaders can be caught up) while also ensuring this play will not always succeed (as Nominations cannot move 7th placed Empire to top preference). Also 6 players allows for the possibility of a strong Empire not appearing. Nominations add a new diplomatic dimension to the game, hence the publishing of player contact details. This means that the luck element of being in with a chance at the end and getting Britain is replaced by a player's diplomacy skills to secure the subtle spoiling Nominations. When an Empire is contested by equal Nominated players, the player with the prior Epoch's earlier Empire is allocated it as this penalises the high-scoring strategy of playing the late large Empire followed by an early Empire in the next Epoch. The temptation was to allocate it to the lower-scoring player but this simply ensures players doing well at the end of Epoch VI will not be allocated top-scoring Britain. Note that the Nominations default procedure already penalises the leaders.

The tactics of placing Events on an Event list allows for out-guessing opponents whilst the rule for allocating the unpopular Disaster Event ensures it is occasionally allocated and to control Monuments in play. Not knowing card allocations simulates the uncertainty of the actual game, allowing for bluffs and then stabs by a later-appearing Empire.

The Symbol defaults remove this minor detail from players' orders yet allows players to plan absorbing remnants by superseding the default. The Retreat default ensure players overlooking this are not penalised. The Monument-building default ensures that the main Empire's sites, rather than any Minor Empire's sites, are used for Monuments. Again a player may supersede with other valid sites to wrong-foot it. The default of returning to the start of Empire Orders if no all units are used has the purpose of ensuring that an order to a invalid Area followed by subsequent orders which rely on occupying that Area is not devastating as the Empire to date is strengthened. The default for no Empire Orders submitted ensures a minimum score for the defaulting player as any expansion default would be too generous. A player submitting nothing is penalised by no Empire expansion and Events requiring orders are forfeited. The default procedures ensure drop-outs do not affect the Nomination and Empire allocation system.

The realistic non-random combat system allows for meticulous postal planning. As in the actual game, forts are best used with army stacks as 1 army + fort is a lesser deterrent than 2 armies. Realistic combat losses ensures less expansion hence no saturation of Monument sites. Conditionals are allowed to simulate the game's decision-making but information for conditionals is restricted to what is known in a game, and, as combat losses are predictable, there is no need for condition orders to call off attacks, providing flexibility with detailed planning.

The Version 2 postal rules could not have been designed without the playtesters of my original rules, especially Graham Staplehurst, Brian Martin and Paul Ridout for all their constructive criticism; thank you

James Joyce's Women [1389 J] – Round Nine (last time it was round Eight...)

Errata: Destination 65 & 66 was of course Dublin. BOLLOCKS built (not jumping) Limerick to J23 and used 5 points of BeDLAM's track in run 9. [Scores have been adjusted below.]

- Run 13:** 1st FUER 20 (24)
2nd BOLLOCKS 10 (27) -3 FUER
- Run 14:** 1st BeDLAM 13 (34!) -2 MULCRC
2nd BOLLOCKS 8 (24) -1 MULCRC
3rd FUER 5 (29)
4th MULCRC (36) -3 BOLLOCKS
- Run 15:** 1st MULCRC 15 (11)
1st BeDLAM 15 (13)
- Run 16:** 1st BeDLAM 20 (43) -2 MULCRC
2nd MULCRC 10 (43) -3 BOLL.
- Run 17:** 1st BOLLOCKS 20 (27)
2nd FUER 10 (30) -7 BOLL, -2 MUL
- Run 18:** 1st BOLLOCKS 16 (16) -1 FUER
2nd BeDLAM 9 (23) -2 F, -3 M, -1 B
3rd MULCRC 5 (25)

Builds:

MULCRC [Michael Pargman, Green]
(Clonmel) - C68 - D67 - Waterford; (J32) - K32 - Cork.

BeDLAM [W Andrew York, Blue]

None.

FUER [Leif Kjetil Tviberg, Red]
(E59) - D59 - (Jump B*S) - C59 - Athlone [-2 B*S]; G56 - I57. [-1 B*S, -1 BeDLAM]

BOLLOCKS [James Hardy, Yellow]
(G63) - G64. [-1 BeDLAM, -1 MULCRC]

JUMPS:

BeDLAM: None

FUER: BeDLAM, BOLLOCKS

BOLLOCKS: None

MULCRC: BOLLOCKS, FUER, BeDLAM

cmp	bal	errata	track	aces	rentals	bal
MULCRC	185	+2	-5	34	+4=	220
BeDLAM	114	+5	+2	57	-10=	168
BOLLOCKS	104	-7	-2	54	+9=	158
FUER	122		-7	35	-3=	147

Races for round 10:

19. 26 Portadown – 52 Kilkenny
20. 44 Limerick – 16 Bangor
21. 55 Cork – 32 Sligo
22. 43 Bantry – 36 Mullingar
23. 14 Belfast – 65 Dublin
24. 24 Strabane – 64 Dublin

Note: Enter up to 4 races. Build up to 7 points of track (excluding payment to rivals).

Press [James Joyce's Women]: None

Never Ending Story [1526 SZ] – Round One

OMR [Mark Stretch, Red]

- a) (Bern) - B56.
b) (B56) - C57 - Luzern - D59. [-2 MMM]
c) (D59) - Zurich - I62. [-10 MMM, -2 BLUES]
BLUES [Berry Renken, Blue]
a) (Zurich) - G61 - E62 - D61.
b) (D61) - B62 - Altdorf - N22.
c) (N22) - Andermatt; (D61) - D59 - Luzern. [-7 MMM, -2 OMR]
MMM [Michael Pargman, Green]
a) (Zurich) - D59.
b) (D59) - Luzern; (D59) - D61 - C62. [-4 BLUES]
c) (C62) - B62 - Altdorf - N22 - Andermatt. [-10 BLUES]
GmbH [Christian Bien, Yellow]
a) (Bern) - Thun - L13.
b) (L13) - K14 - K15 - Interlaken; (K14) - J13.
c) (J13) - H14; (Bern) - A52.

cmp	bal	cities	track	aces	rentals	bal
OMR	20		-12		=	8
BLUES	20	+12	+7		=	39
MMM	20	+6	+5		=	31
GmbH	20	+12	0		=	32

Builds for round Two: 4, 5, 5

GM: BLUES = Blue Locomotives Using Electric Steam.

Press [Never Ending Story]: None

Last Emperor [1388 CH] – Round Nine

Errata: I wrote MAO's last build incorrectly. It should've been (Y17)-Y18.

Run one: 1st KLT/MAO 30 -5OMR,-1MaTS,-1 RR

Run three: None!

Run eight: None!

Run 11: 1st KLT/MAO 30

Run 14: 1st KLT/MAO 30

Run 15: 1st OMR 13 (15) -8 MAO

2nd RR 8(18) -4 MAO

3rd MaTS 5 (18) -4 MAO, -5 RR

4th MAO 4 (21)

Run 16: 1st KLT 13 (14)

2nd MaTS 6½(22) -6 OMR

2nd RR 6½ (23) -5 MaTS

4th OMR 4 (19)

Run 17: 1st RR 16 (37) -4 MAO, -5 MaTS

2nd OMR/MAO 9 (38) -6 MaTS

3rd MaTS 5 (42) -4 MAO, -3 RR

Run 18: 1st RR 30

Run 19: None!

Run 20: 1st KLT/MaTS 30

Run 21: 1st KLT 30 -6 OMR, -4 MAO

Builds:

KLT [Micael Pargman, Green]

(C18) - C17 - Zhanjian; (C17) - C13 - B12; (I11) - G1.

MaTS [W Andrew York, Purple]

(Chinchow) - (jump RR) - W68 - W71 - Z62. [-1 RR, -1 MAO]

RR [Brad Martin, Red]

(Yinchwan) - J45 J44 - I44 - H44 - G44 [-1 MaTS];

(Nanking)-(Jump KLT)-B70-A71.[-1KLT,-1MaTS]

MAO [Leif Kjetil Tviberg, Black]

Y18 - V19 - W20 - Wuhan - (Jump RR) - X21 -

X22 - W23 - W24. [-1 RR, -1 OMR]

OMR [Mark Stretch, Yellow]

(R14) - R12 - S12 - Chungkong.

Press [Last Emperor]: None.

GM: Much better cooperation this round.

Jumps:

KLT: RR

MAO: RR

RR: KLT

MaTS: RR

OMR: None

Races for round 10:

3.	55 Nanning	-	34 Yinchwan (Free run)
8.	S1 Vietnam	-	25 Suchow (Free run)
19.	22 Tsinan	-	56 Zhanjiang (Free run)
21.	45 Wuhan	-	52 Chungking (Free)
22.	S2 WesternChina	-	25 Suchow
23.	S6 Any seaport	-	44 Wuhan
24.	12 Anshan	-	42 Shanghai
25.	52 Chungking	-	62 Henyang
26.	16 Beijing	-	31 Tatung
27.	26 Nanking	-	53 Kweiyang
28.	35 Lanchow	-	63 Foochow

cmp	bal	cities	track	races	rentals	bal
RR	111		- 9	60½	- 9=	153½
MaTS	104		- 8	31½	- 5=	122½
KLT	92	+ 6	- 7	103	-14=	180
OMR	64		- 7	22	+ 6=	85
MAO	62		- 9	53	+22=	128

Notes: Enter up to 4 races. Build up to 7 points of track (excluding payments to rivals).

The Untouchables [???? FR] – Gamestart

I have decided to start the game and use the French map. Remember that we for this game uses standard scoring (i.e. 1st 20, 2nd 10 [30 to 1st if sole starter]) and no leap frogs.

Everybody starts in Paris.

For next time I need company name and preferred color as well as order for the first round. The building allowance for the first round is 3, 6 and 6. (Remember, into and out of hills cost 3. From hill to hill cost 5. I.e. try to avoid going across mountains if not forced to.)

Players: Pitt Crandlemire, Joel Grönberg, Ubbe Urbanyik and Ola Hansson. Addresses should appear on the last page if you need to communicate.

SDR 1997								
Plac	Namn	Poäng	För-VM (14 delt)	VM GothCon (113 delt)	SM SydCon (55 delt)	LinCon (46 delt)	Stockon (27 delt)	
1	Per Danngårde	26	3	11	2	10		
2	Cyrille Sevin (Fra)	25		25				
3	Toby Harris (Eng)	22		14	8			
3	Leif Bergman	22	2		20			
5	Roger Edblom	21		21				
6	Børge Borgersen (Nor)	17		17				
6	Henrik Andersson	17			10	7		
8	Tomas Larsson	16			16			
9	Karl Stengård	14			9		5	
10	Sid-Ahmed Sedjaï (Fra)	13		13				
11	Thibault Constans (Fra)	12		12				
11	Anders Dessmark	12			12			
13	Björn von Knorring	11			11			
14	Andreas Lytter	10		10				
15	Jean-Louis Delattre (Bel)	9		9				
15	Mattias Jerrewing	9	1	3	1	4		
17	Edi Birsan (USA)	8		8				
18	John Robillard	7		7				
18	Paul Nilsson	7			7			
20	James Hardy (Eng)	6		6				
20	Jörgen Nilsson	6			6			
22	Gihan Bandaranaike (Eng)	5		5				
22	Håkan Schöld	5			5			
22	Per Norman	5				5		
25	Tom Korbin (USA)	4		4				
25	Christian Dreyer	4			4			
25	Elin Lindström	4			3		1	
28	Aron Lundh	3				3		
28	Per Larsson	3					3	
30	Jyrki Castrén (Fin)	2		2				
30	Per Westling	2				2		
32	Nicklas Hjalmarsson	1		1				
32	Thomas Franke (Tys)	1		1				
32	Joel Grönberg	1				1		
32	Peter Lund	1					1	

Här är den aktuella ställningen i Svenska Diplomacyrallyt 1997 efter Stockon.

Kommande konvent med SDR deltävling

BorCon 31 okt-2 nov i Borås
UppCon 7-9 nov i Uppsala

Kontakt: Björn Westling (033-13 56 88)
Kontakt: ?

Observera att jag ännu inte är säker på att blir en Diplomacyturnering på UppCon. Om det blir det avslutar den årets SDR, i annat fall är turneringen på BorCon den sista för årets rally.

Frågor, anmälningar av konvent eller annat till:

Henrik Andersson, Syrénsgatan 5 A, 582 46 Linköping, 013-12 74 29, ha@sectra.se

The Quiet Earth — Capitalist Diplomacy — Gamestart!

The rules of Capitalist Diplomacy appeared in L4E #45 (and if there is room they might appear in this issue as well). Anyone can send in a pseudonym and orders to join the game this first turn. For the rest of you remember to always send in orders (even if they are just "Keep everything"); if not you will automatically sell 500 of each currency.

The current players in this game are:

Han Soros, George Soros Jr, Che Guvera, Ayatollah Khomeiny and somebody anonymous.

Remember that the first round (Winter 1900) will be Stock Exchange only, in which the players (if they wish [but see the first paragraph]) buy and/or sell

currencies. The rulers of each power for 1901 will be decided by the largest holder of each currency. In case of a tie the first year, either the one with least number of other powers or random will split the tie.

Note: This game will run until Fall 1907 (unless a power gets 18 centers). If a majority of the players wish the game to go to 1910 it will do so, but this will be decided by voting with your Winter 1900 order. Abstention counts as a vote for 1907.

Of course press is encouraged. Your pseudonyms (and GM) are reserved datelines, but the rest can be used freely by players and bystanders. Good luck.

Capitalist-Dippy

by Dave Tant (1980?), reprinted from L4E #24 (1992) and #45 (1996)

Capitalist-Dippy (CD) contains two games, Dippy Stock Exchange (DSE) and Diplomacy. The owner of the most shares leads units of this country in the next season.

Now to the details:

At the beginning each player owns 1000 shares of each of the 7 currencies (Kronen [Austria], Pound [England], Francs [France], Mark [Germany], Lira [Italy], Rubel [Russia], Piaster [Turkey]) and no Swiss Franks (SFr, this is the base currency). The price of all currencies is 1.00 SFr.

As usual in Dippy, a year is divided into 3 seasons (Spring, Autumn and Winter), which are played in 3 or 2 rounds (in the latter case Autumn and Winter are combined).

In the first round of the game (Winter 1900) there is only action at the DSE, in each further round there are military movements and following orders at the DSE.

At the DSE the players can buy and sell currencies based on the prices of the last round. Selling shares is limited up to 500 shares of each currency. You can buy up to your current cash balance. The cash you got by selling shares is converted to SFr and added to your cash balance. You can save it for the next turn, or reinvest into other currencies.

An example: You own 100 shares of French Francs at 2.50 SFr; you sell 500 shares. You get 1250 SFr. If you buy 735 Lira at 1.70 SFr, you have to pay 1249.50 SFr (=1250 SFr).

At the end of the turn the price of the currencies changes. For every 100 Shares of a currency which were more bought than sold, the price raises by 0.01 SFr. Vice versa it falls by 0.01 SFr for every 100 shares, which were more sold than bought. The value of currencies can never fall below 0.01 SFr (but see below). There is also no upper limit of the price.

When a country runs out of supply-centers, this currency is in the next turn without value and can no longer be traded with at the DSE.

The player with the most shares of a currency at the end of a turn leads the units of this country in the next *round*. (When two players are equal, the one who had the most in the last turn will be the leader.) The game is finished at the end of the dippy-game which will be after Winter 1910 unless a power owns more than 18 centers before that.

The decision about victory and the places is not based on the leader of the winning country, nor the value of the currencies in SFr. Only the point value (victory points) of the existing countries, computed as follows:

The number of supply centers is multiplied with every 100 shares of a country. The amount for all existing countries is added to the player amount. The player with the highest score wins this game.

NMR-arrangement: In case of an NMR the player will sell 500 (or the number of shares held) of each currency. In the diplomacy part all units will hold.

SVEROK

FÖRBUNDET

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The Hidden — Fall 1901 - NOT!



GM: NMR by Jungfru Maria (Turkey), The Dragon (Austria) and The Pirate King (Italy) forces me to hold over the game one issue. Hopefully it will be back on track soon. Anyone wanting to standby can just send in orders for one or more of the powers.

Map after Spring 1901 can be found to the left.

Player roster

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* = New entry or Change of address